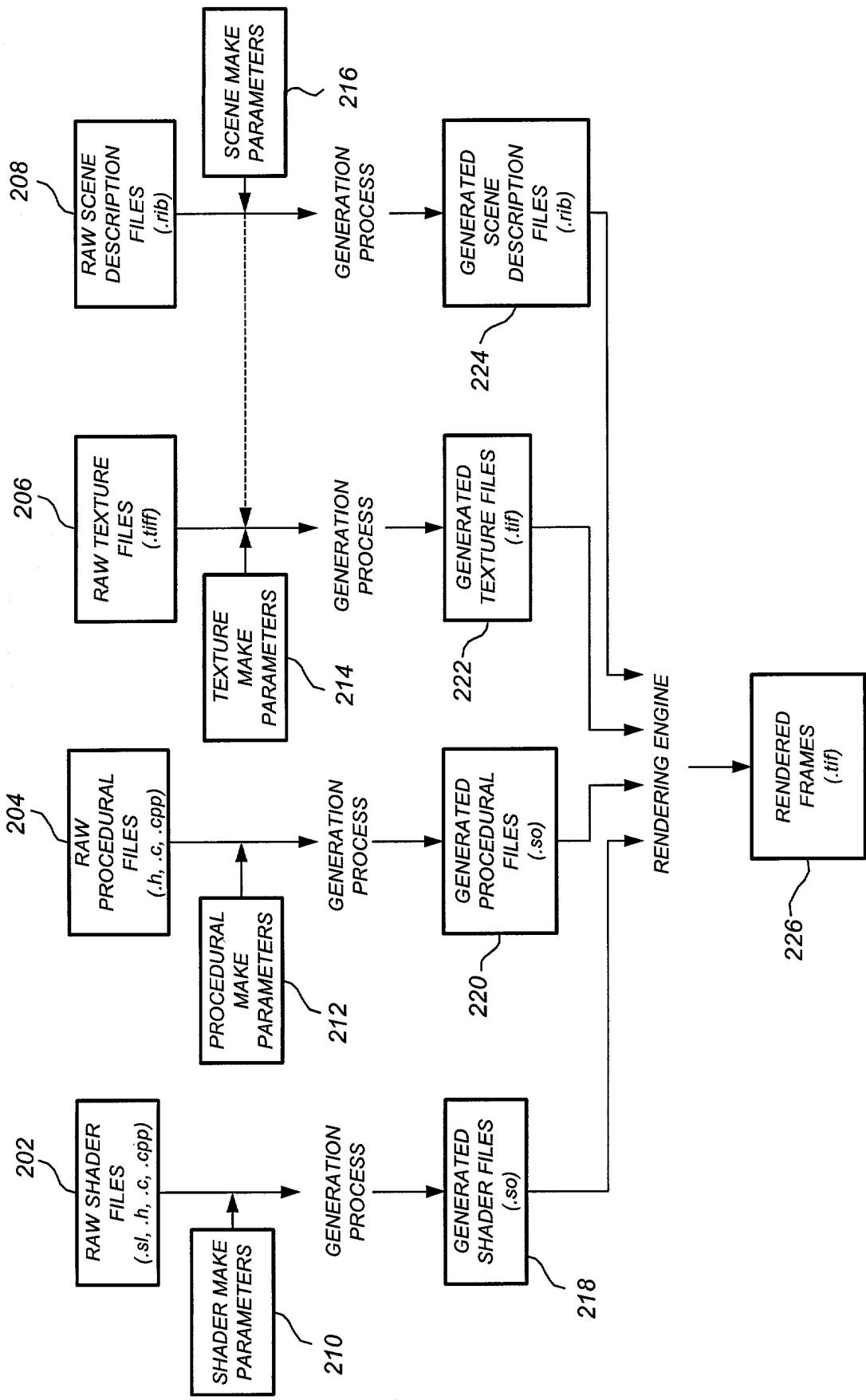


PRIOR ART

FIG. 1



**PRIOR ART**

**FIG. 2**

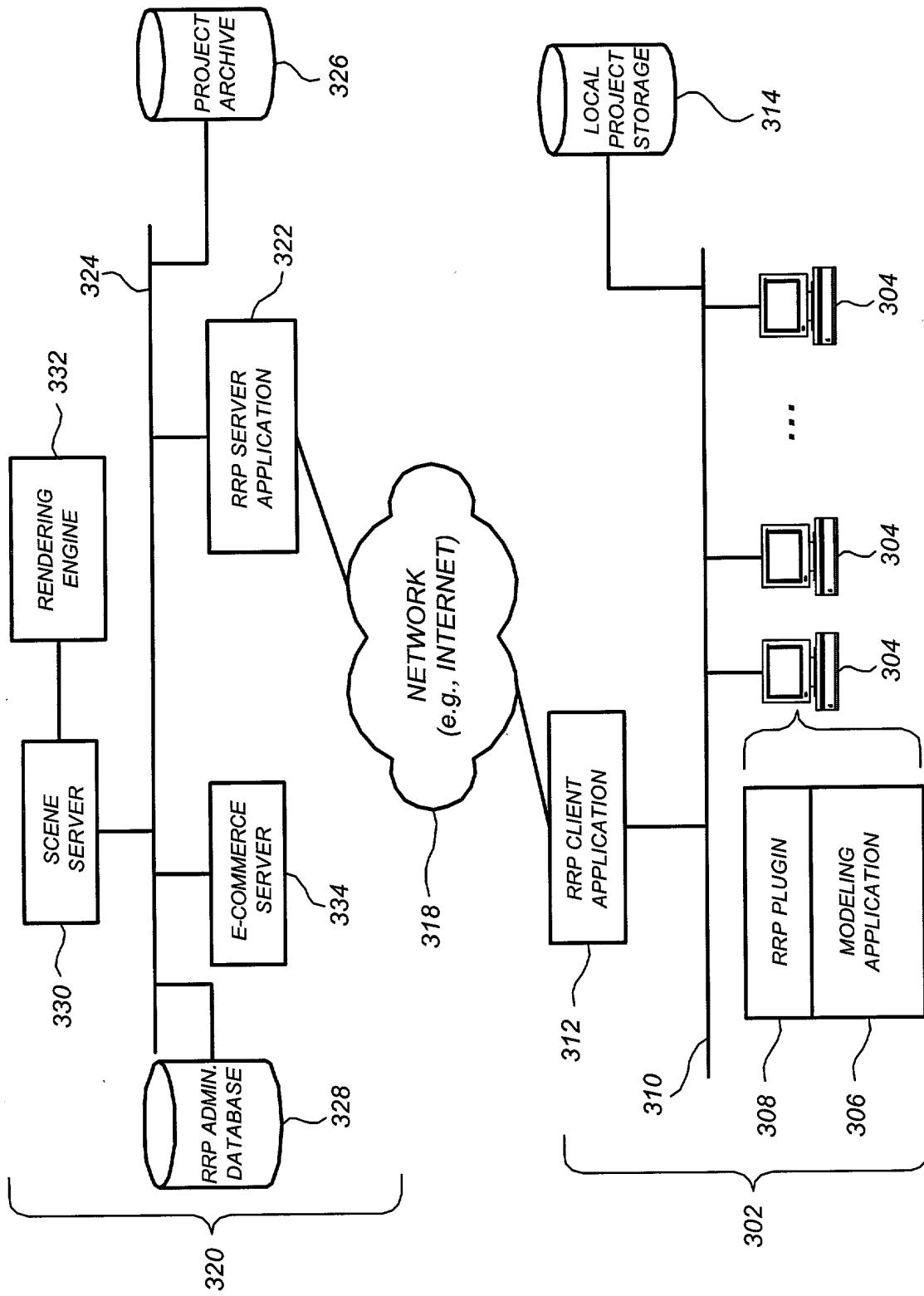
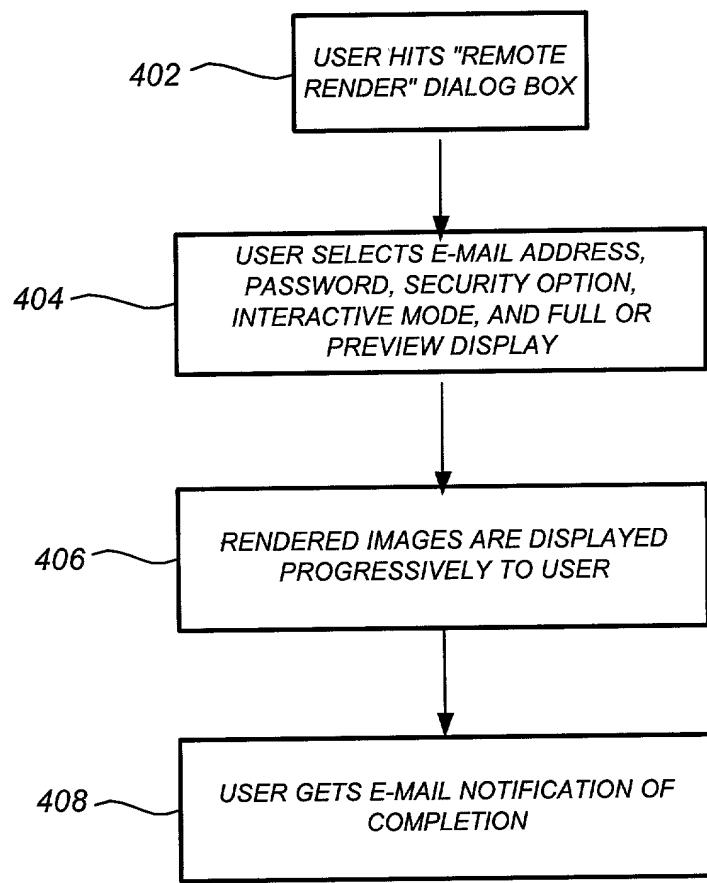


FIG. 3



*FIG. 4*

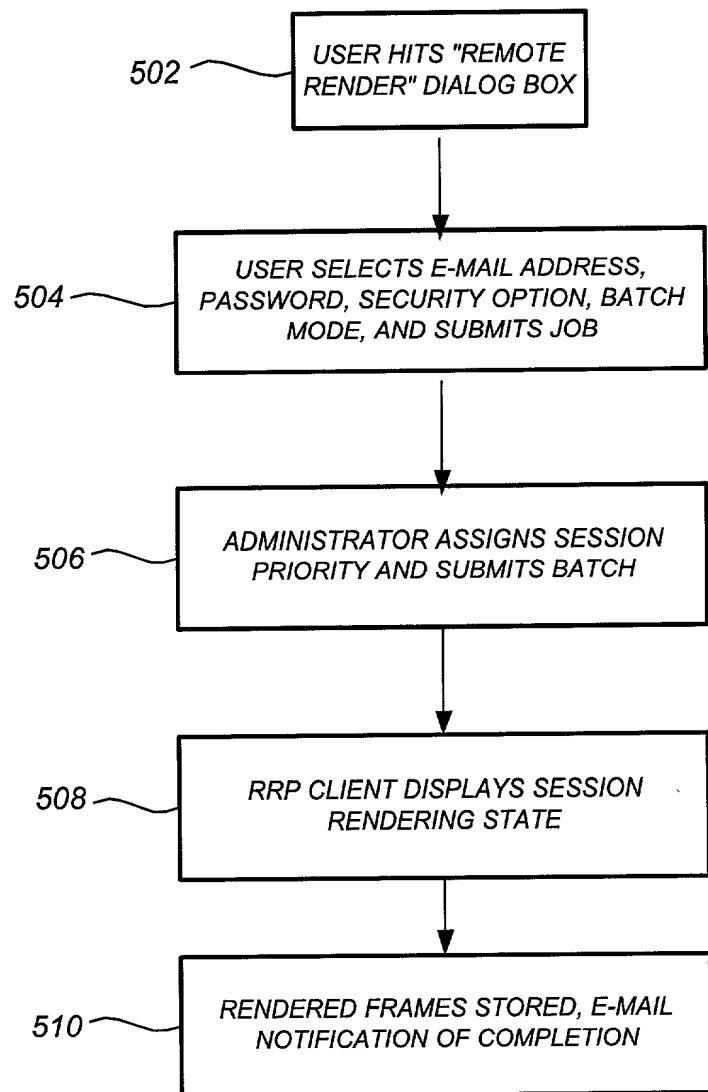


FIG. 5

600

SESSIONS

602

604

session\_&lt;session id 1&gt;

session\_&lt;session id 2&gt;

administrator

606

DISPLAY

session.xml

authen.xml

authen.xml

batch.xml

scene\_gen\_control.xml  
shader\_gen\_control.xml  
texture\_gen\_control.xml  
procedural\_gen\_control.xml

608

display.xml ~ 610

612

```

frame_<session id 2>_0000.tif (frame_<session id 2>_0000.z)
frame_<session id 2>_0001.tif (frame_<session id 2>_0001.z)
frame_<session id 2>_0002.tif (frame_<session id 2>_0002.z)
frame_<session id 2>_0003.tif (frame_<session id 2>_0003.z)
frame_<session id 2>_0004.tif (frame_<session id 2>_0004.z)
frame_<session id 2>_0005.tif (frame_<session id 2>_0005.z)
frame_<session id 2>_0006.tif (frame_<session id 2>_0006.z)
...
frame_<session id 2>_9999.tif (frame_<session id 2>_9999.z)

```

FIG. 6

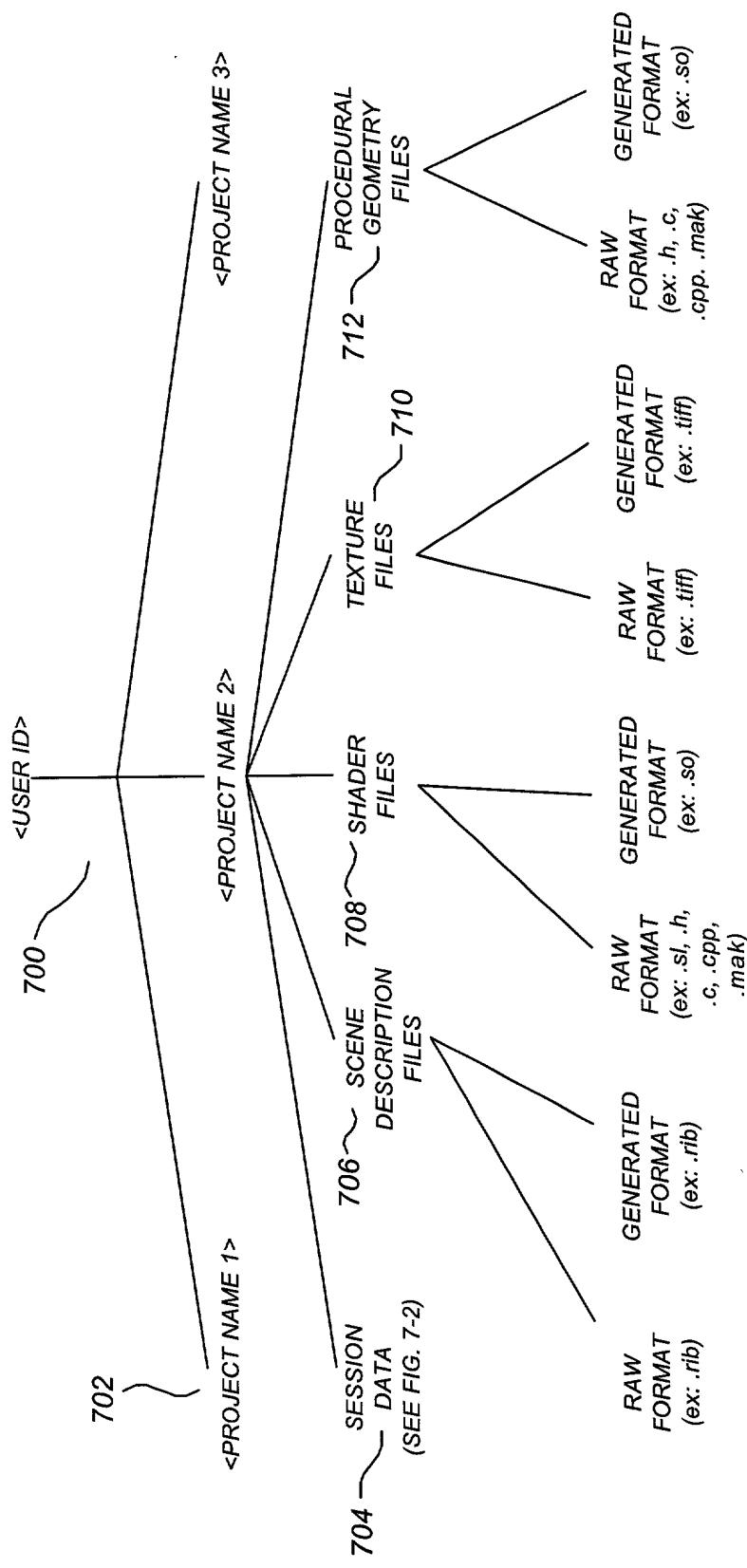


FIG. 7-1

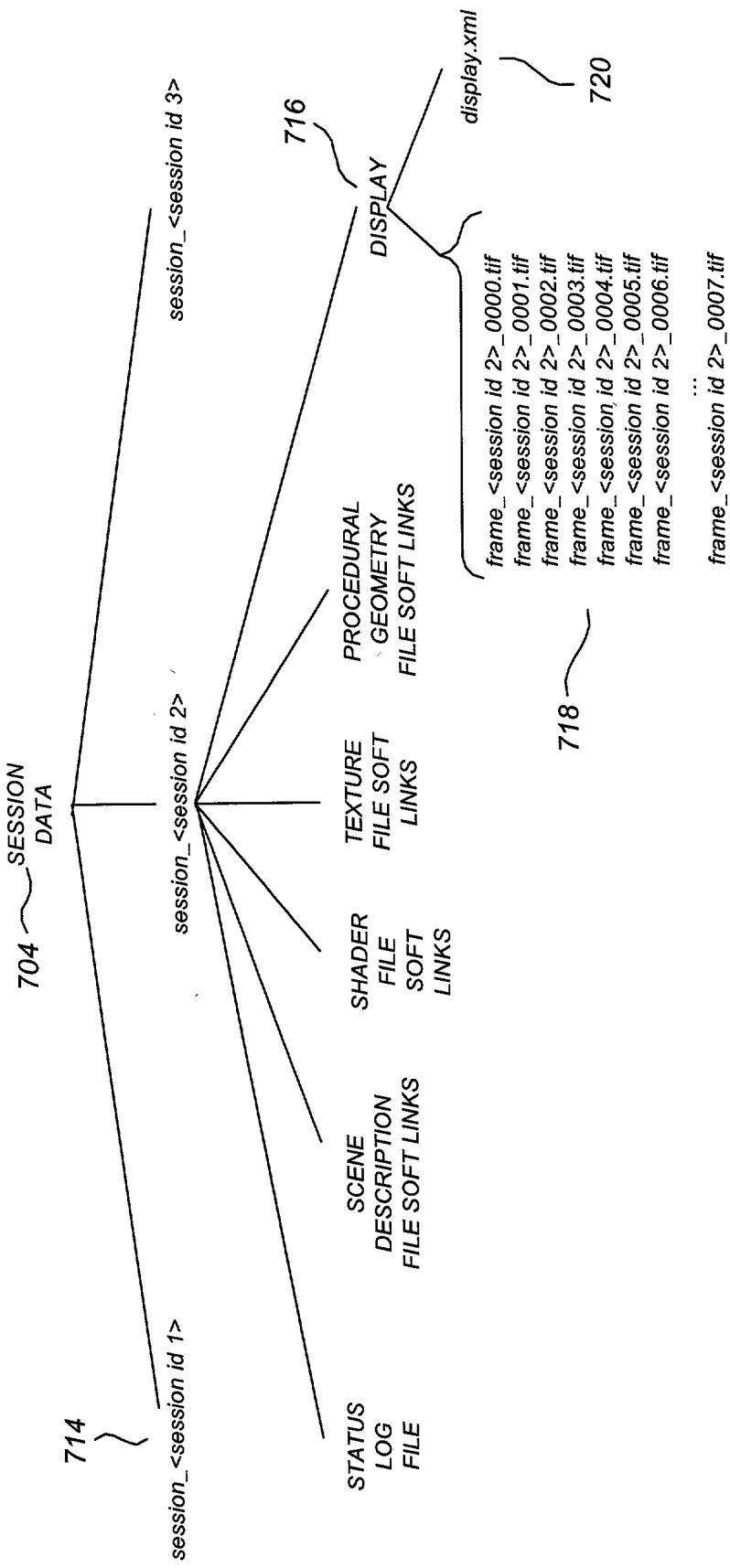
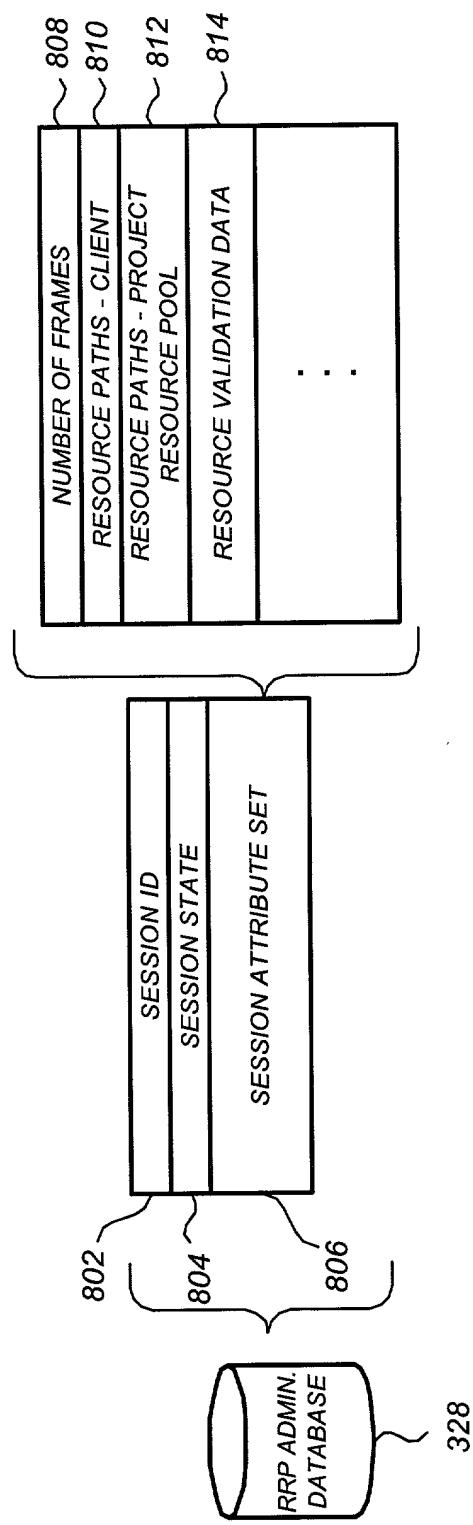


FIG. 7-2

FIG. 8



328

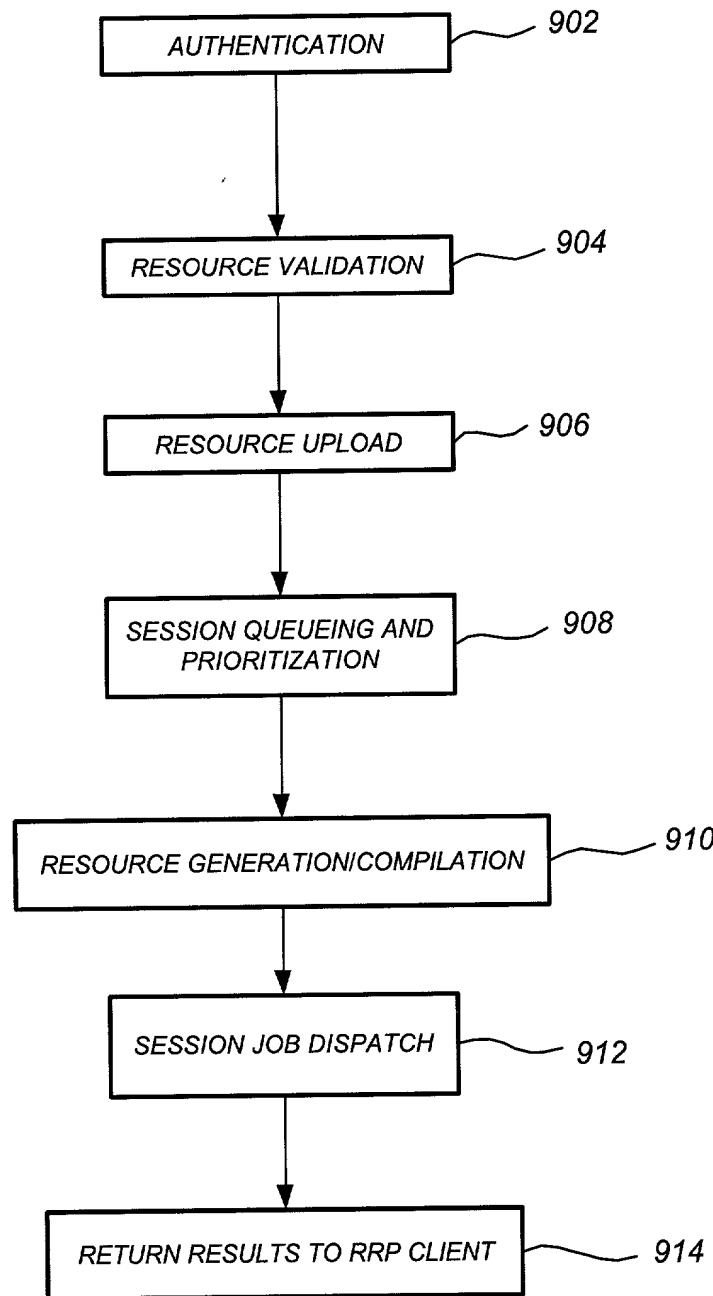


FIG. 9

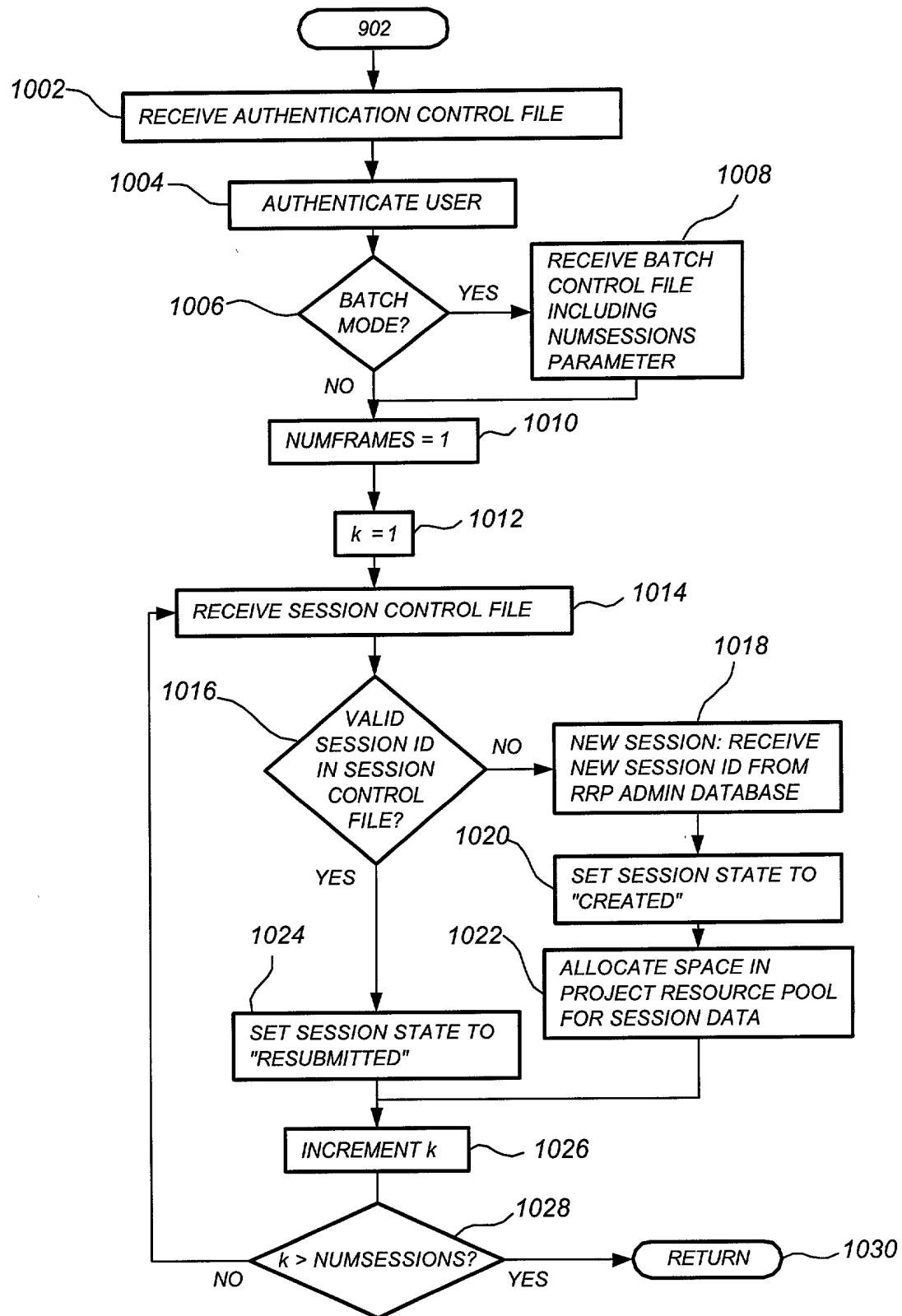


FIG. 10

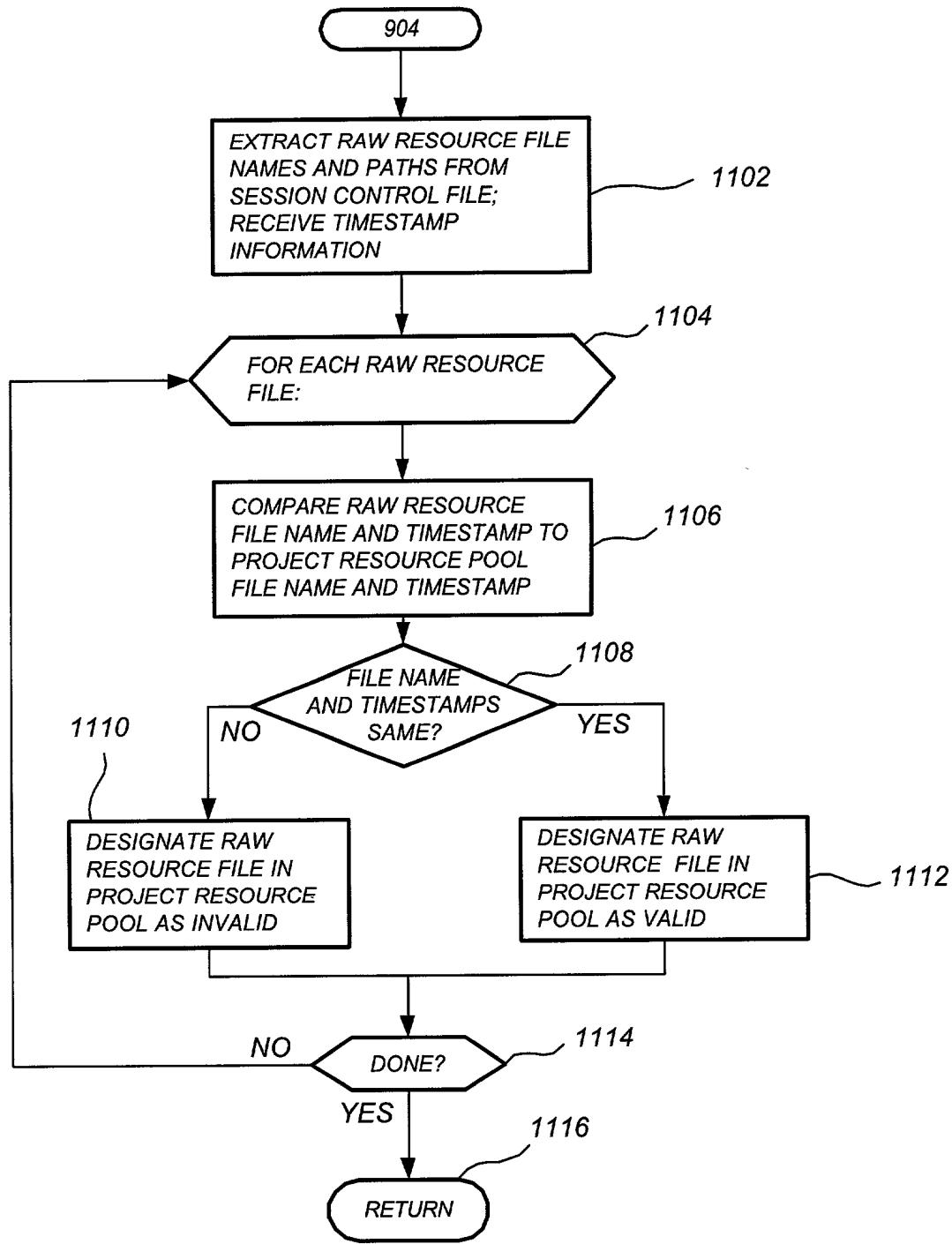


FIG. 11

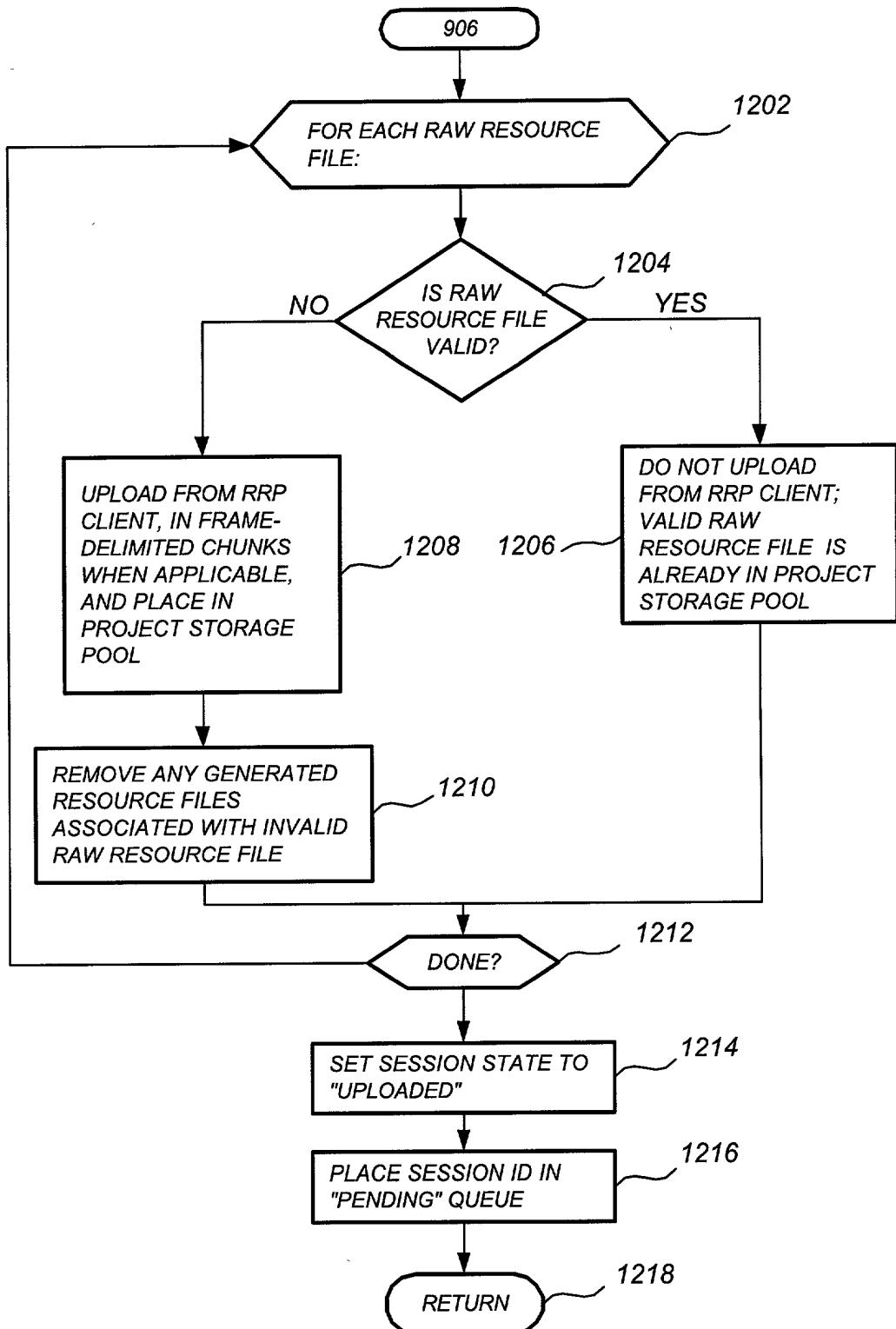


FIG. 12

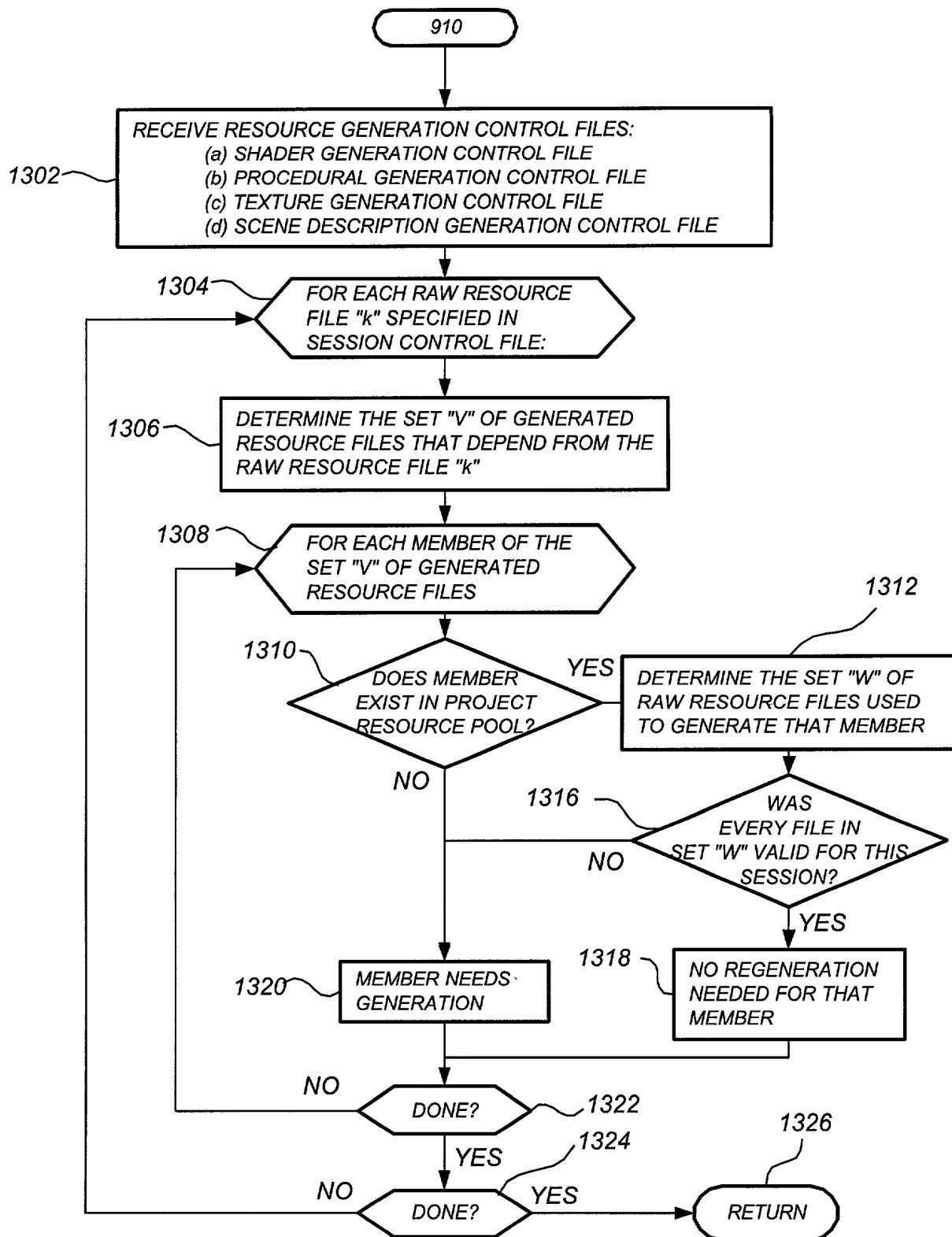


FIG. 13

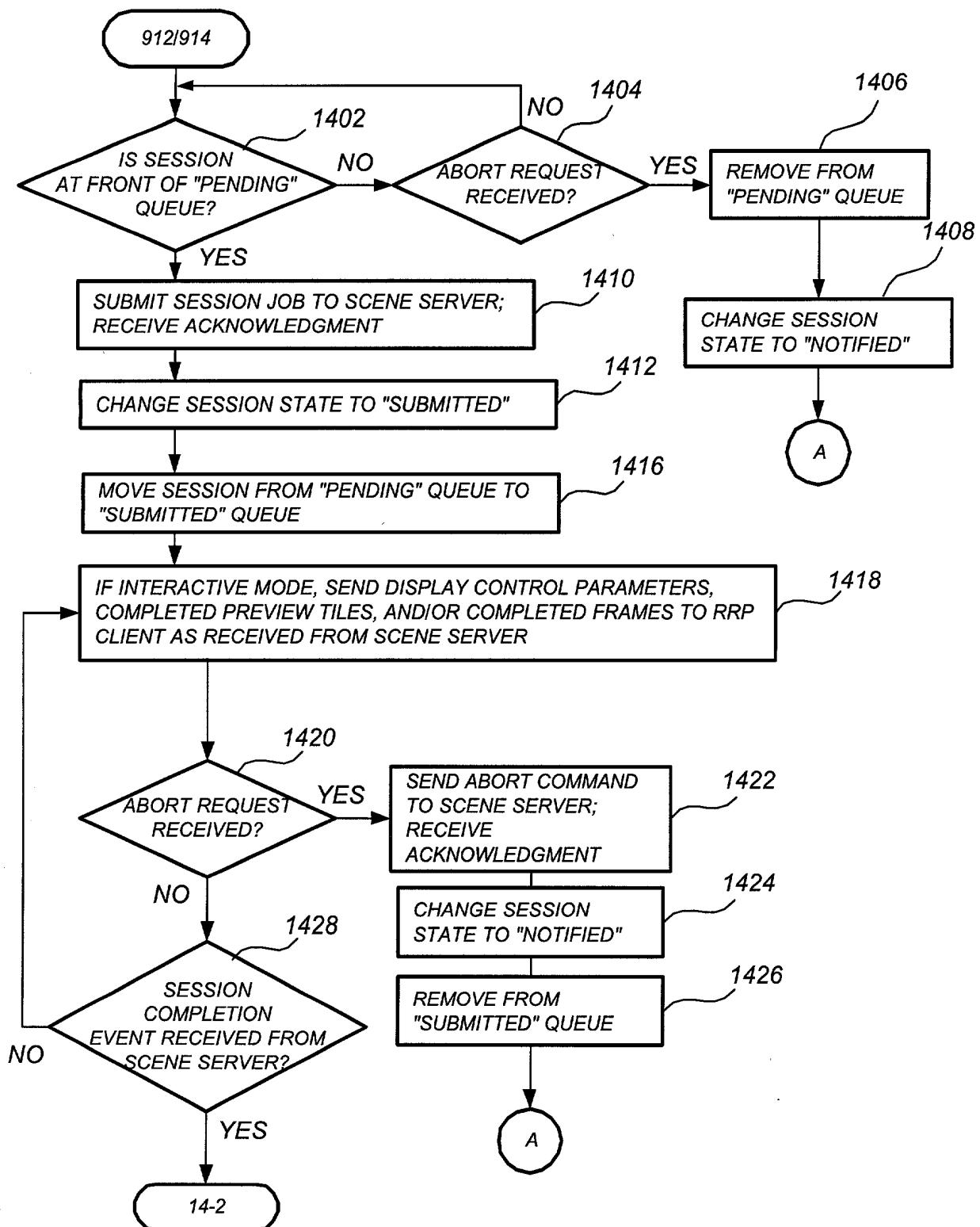


FIG. 14-1

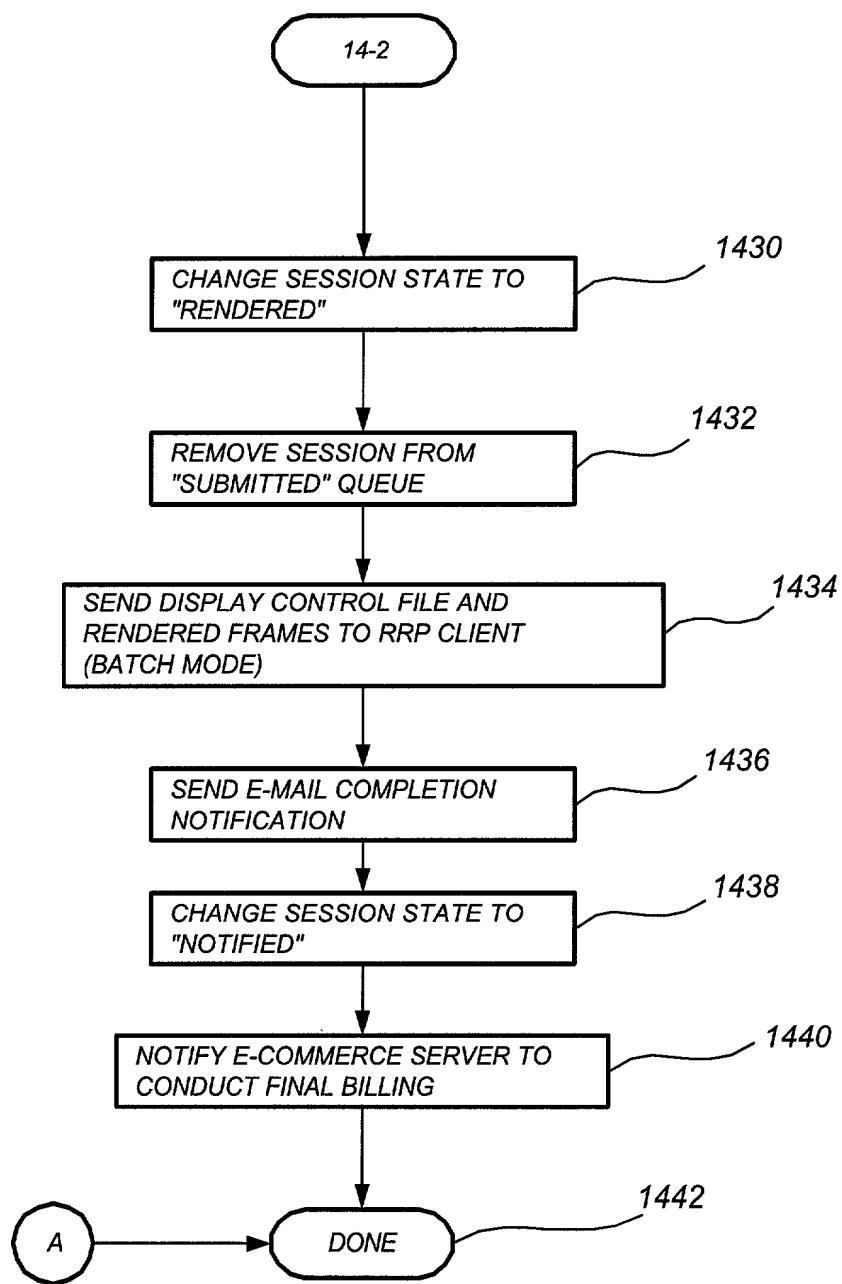


FIG. 14-2

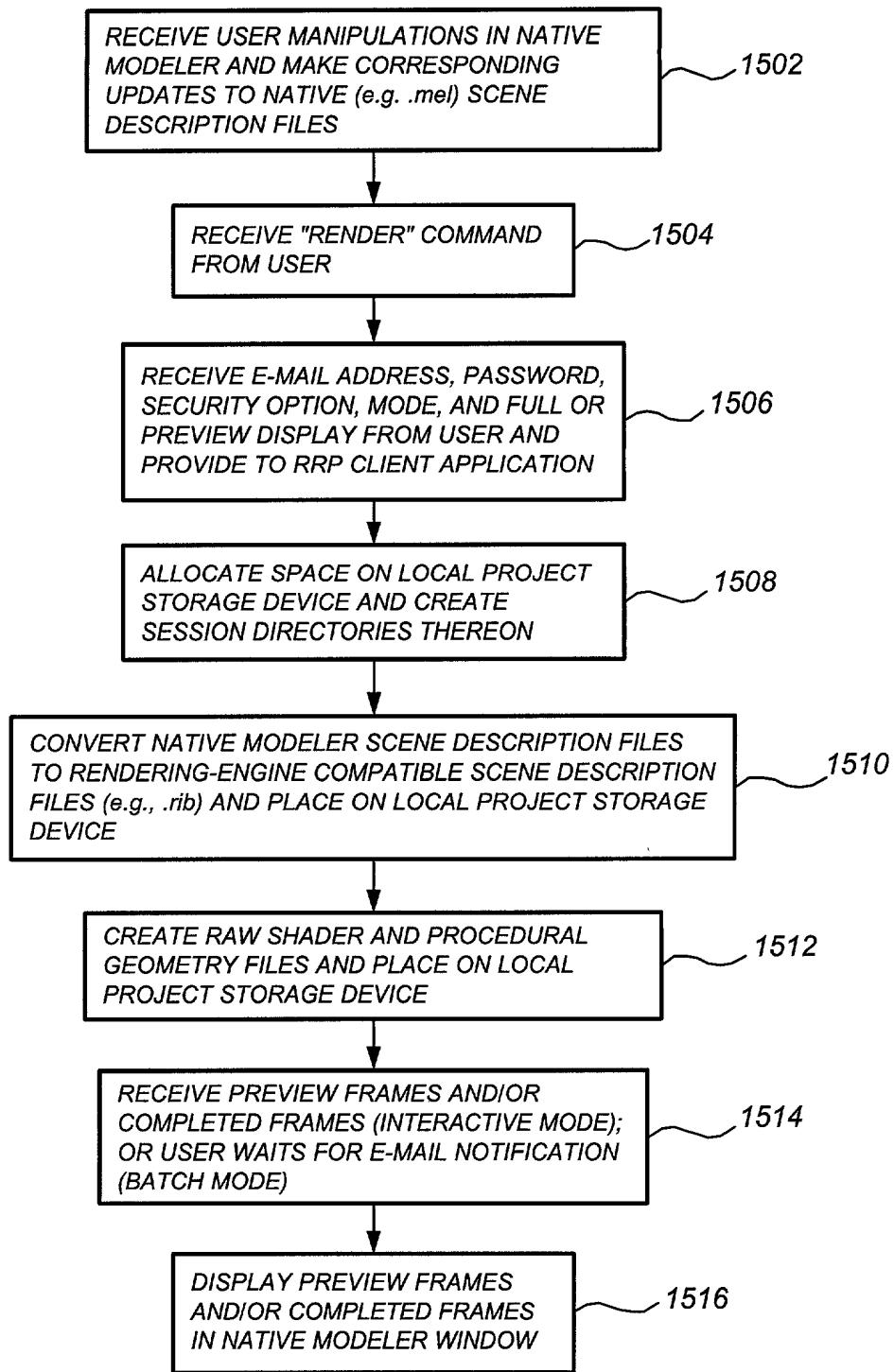


FIG. 15

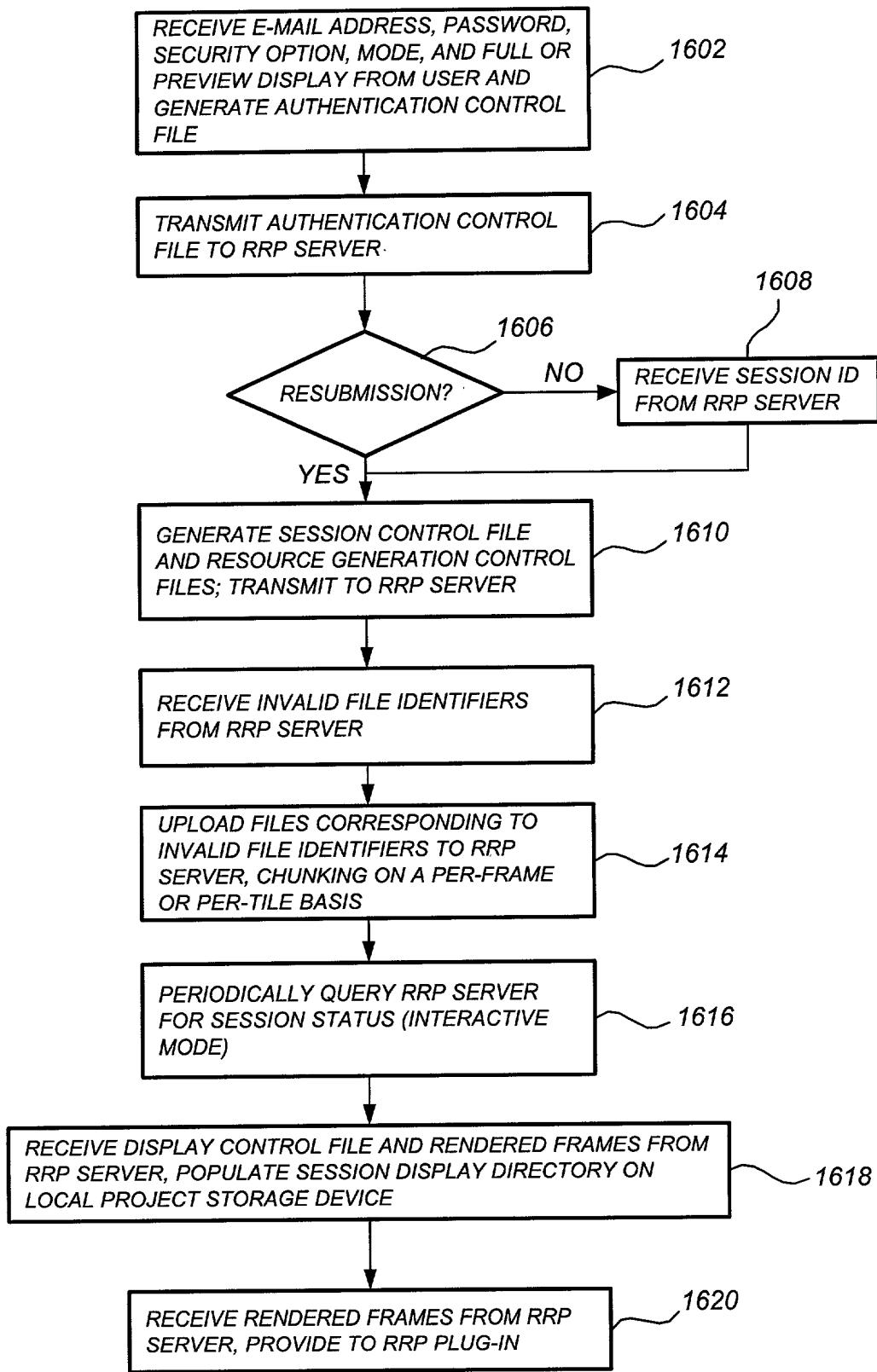


FIG. 16

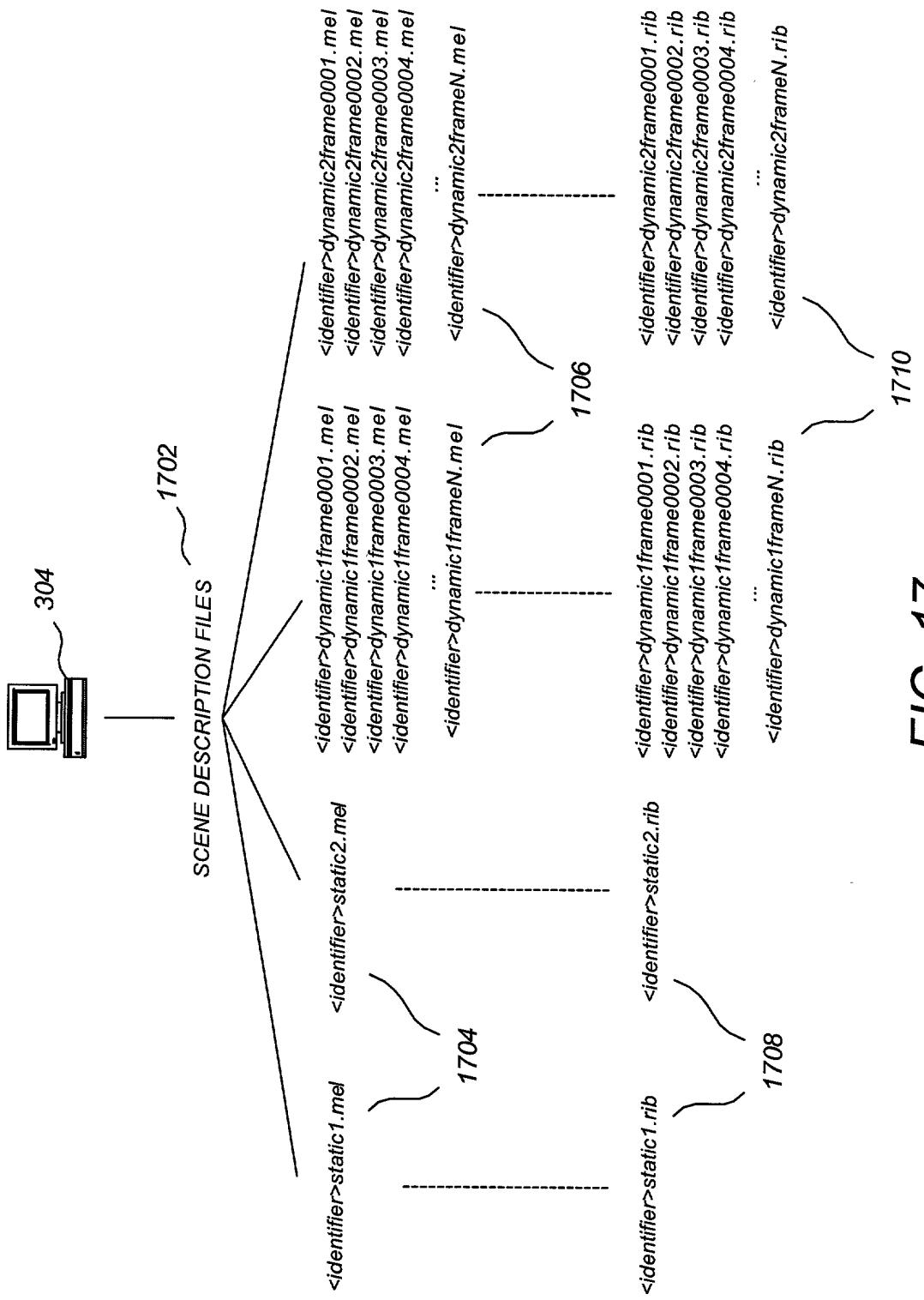


FIG. 17